

The Shattered Sea Campaign Primer, by Liam Gallagher
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The Eve

Local traditions can be strange things. Some folks hang protective charms, things of ribbon, and sprigs of the spring's new growth. Above their thresholds they can be found, placed there to usher into the homes that season's restorative winds. In other regions, the largest known inland sea is devastated in cataclysm by a massive meteorite with clockwork precision and regularity, once every 1000 years.

It is on the eve of this once in a millennia occasion, and the red star approaches. Four nations in their heraldic colours stand on guard, ready to occupy newly exposed territory. Dozens of noble houses and guilds are poised to stake their claim of uncovered resources. Hundreds of adventures jockey for position, each fated to be the first to uncover long sunken mysteries. Adventure awaits on the shores of the shattered sea.

The Dawn

The shattered sea is emptied once every 1000 years by the red star, a massive meteorite that sears it's way from the outer reaches of the known material world. The impact of this uncovers the surface of the nearly 1800km wide sea, and exposes great natural wealth, as well as mysterious ruins of a long forgotten civilization. However, as quickly as the sea level recedes, it begins to refill at once, reaching its high water mark exactly 1000 years later.

Where do you allegiances rest?

Nationhood:

The four nations that border the shattered sea are divided easily by the compass; to the north is the nation of Welson, worshipers of the sun god Pelor, they believe that it's the meteorites fiery purging of the sea that grants them rightful dominion over the landscape. In the northeast and east lies the nation of Caspian, people who worship Melora, the god of the sea. These people believe that the water's return is a sign from Melora, giving them the right to reclaim the sea. To the west and southwest is the nation of those who revere Avandra, the goddess of change: Ural-bar. They believe it is the wisdom and clarity of thought that Avandra lends them which makes them the best able to oversee this dynamic landscape. Finally to the south is the nation of Usb, are worshippers of the Raven Queen, the god of death. It's the Usbians realism about the fate of this land that they feel grants them the right to rule.

Many adventurers find themselves involved in the armed and diplomatic clash that takes place on the seabed. Many adventures are hired by these great nations as bandits and highwaymen first, and later privateers. Many become involved in the strife in defense of their religious order.

Barony:

Political affairs are not so rigidly regional however. The noble lords, ladies and barons are international figures, and hold sway in many of the nations of this earth. Each millennium the red star buries elementally rich minerals into the seabed, along with other extra planar oddities, while uncovering an equally interesting array of exotic articles. Many lords and baronesses seek these things for themselves, often driven by greed, but also by patronage to the gods or philanthropy.

These nobles have coin to spend, and many of them are willing to undergo great risks in order to obtain that which they desire. As a result, companies of adventurers find themselves in high demand. Occasionally those of noble birth seek out the sea bed, seeing to their interests personally.

Legend:

The legend and mythos of the shattered sea is more than enough to inspire many freelance parties to under go the great risks that await them. Stories of treasure, forgotten ancient civilization, political power and portents of faith sway many adventures to think never about the risks and treachery that await them. The unleashing of pure elemental energies, the blade of the cutthroat, and the hammer of justice, these things are seldom a consideration.

History of the region:

The cause of the descent of the red star into the shattered sea is unknown. There is much myth and lore regarding the shattered sea's obliteration and subsequent refilling. Where the meteorite comes from is not known, and by what means the sea refills is not known either. What is known is that adventures of all stripe flock to the sea's shores in hopes of earning their fortunes.

The four nations that border the sea enjoy peace while on shore, however since times memorable entitlement to the sea has been contested. In the times shortly after the coming of the red star, known as the shallow, though out right war is seldom declared, however skirmishes between each nation's rapidly changing borders are common, while conflict between each nation's satellite organizations is constant.

Civilization has developed around the regularity of the sea's cataclysm. Settlement of the seabed is done with it's refilling in mind, and buildings that now sit in the earth will soon be set a float, anchored in their places.

Character Creation

Character motivations: You along with a small group of fellow adventurers have been hired by the noble lord Harold Rathgar XI, of the house Rathgar. Though lord Harold Rathgar XI is a member of the Ural-barian aristocracy (a nation that is devote in it's worship to Avandra), you have been hand picked for your diversity; change is inevitable

and so your party has been selected because Lord Rathgar XI believes your differing abilities uniquely equip you to deal with any circumstances. You have been charged with the task of overseeing the set up of his mineral extraction and trading post on the seafloor. Your first task is to secure a location. Remember, fortune favors the bold.

Race Restrictions: All of the races from the PHB, PHB2 and PHB3 are eligible. All races from the Monster Manuals are restricted with the exception of Goblins and the Kenku. All Forgotten Realms races are playable with the exception of the Drow. All of the Eberron races are restricted with the exception of Warforged. All of the Dragon Magazine races are restricted with the exception of the Gnoll.

Class Restrictions: All classes are playable other than the preview classes from Dragon Magazine. Retraining will be allowed as new content is released.

Alignment Restrictions: All alignments are playable so long as your character is civilized and mentally stable. Keep in mind that while the majority of the campaign might take place in a region with little political stability, interaction with lawful societies will be frequent, and so your would be serial killer character might be short lived. Remember: there's a difference between evil and crazy.

Starting conditions:

- Your character should be level 2.
- Lord Harold Rathgar XI has equipped you with items from his armory and personal collection and has issued you a spending allowance. As such, your character should have one level 4 magic item, one level 2 magic item, and 200gp to spend on other supplies.
- Ability scores will be generated via the point buy system, or by using a standard array. Taking ability scores of less than 8 is allowed, but no less than 6. Characters may have no more than two ability scores below ten, and no more than one ability score below 8. Bear in mind an ability score of 6 equates a serious detriment. A character with an intelligence score of six would have difficulty forming sentences, while a character with a dexterity score of 6 would be unable to tie their shoes.
- Characters who are able to provide a background story and description for themselves will be able to take a +3 bonus to a relevant skill. This option replaces the background benefit system as outlined in PHB2 and other manuals.
- Characters who come with ideas prepared with ideas for an adventure company name will receive a +2 bonus to a skill of their choice.

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